THE INKEEPER'S DAUGHTER

A one page adventure written and illustrated by Daniel Ortiz.

THERAS BULLETIN

Jaardan Yerk 25, 4272 3E.

The name is *Doravan*, proud owner of the *Gleaming Brigandine Inn*, best one in the whole city, if I may say so myself.

I'm willing to offer free lodging and a keg of my finest ale, along with some coin, to whoever might be interested in helping me get rid of certain "unwanted visitors". Some stinking creatures literaly burst through the wall connecting my basement to the city sewers and the damned things dared to attack my young daughter while they were at it.

Authorities have desestimated the case as just a "pest problem" and are unwilling to help, I cannot send people to patch up the wall until I'm certain those "things" won't come back.

GENERAL NOTES

This supplement uses the setting and game system for the *Legends of Elden® Tabletop Roleplaying Game* as a base. However, it can be easily adapted to any other existing campaign setting or game system you already use. This adventure could take place in any big city counting with a sewage system, you can replace the creature stats and NPC equipment with those contained in any other game system you are familiar with.

ADVENTURE OVERVIEW

This short adventure takes place after young *Belcia* finds a lost *Chrymusk hatchling* that managed to sneak into the basement of the *"Gleaming Brigandine"* through a crack on the wall that connects it to the sewers. The creature seemed nice enough, especially after she offered it some food, but when she tried to pick it up to show it to her father the creature emmited a loud screech, calling an *adult Chrymusk* that burst through the crack in the wall. The girl then screams, calls for help and runs away stumbling and tripping on her way up the stairs, terrified but unharmed. Since then, the basement door has been kept locked until the issue is resolved.

At the start of this adventure the characters have either read the note left by *Doravan* at the city's bulletin boards, heard the rumors about a creature attack inside the *"Gleaming Brigandine"* or are simply enjoying a meal at the inn when the attack on the inkeeper's daugther happens.

The inhabitants of the *Theras'* sewers include a group of 1d3+1 **Skolcs** that hide in the passage ceiling of *area 3* waiting for prey, they do not feed on the *Chrymusks* due to their toxic blood; a small band of **Qaerun smugglers** wearing *light armor* and armed with *shortswords* and *hand crossbows* that use *area 4* as hideout and staging area for their ilegal activities; and a nest of 1d3+1 **adult Chrymusks** and 2d4+1 **Chrymusk hatchlings** that occupies *area 6*.

2. Street entrance. This section of the sewers can be accesed from the streets of *Theras* but the entry door is heavily locked.

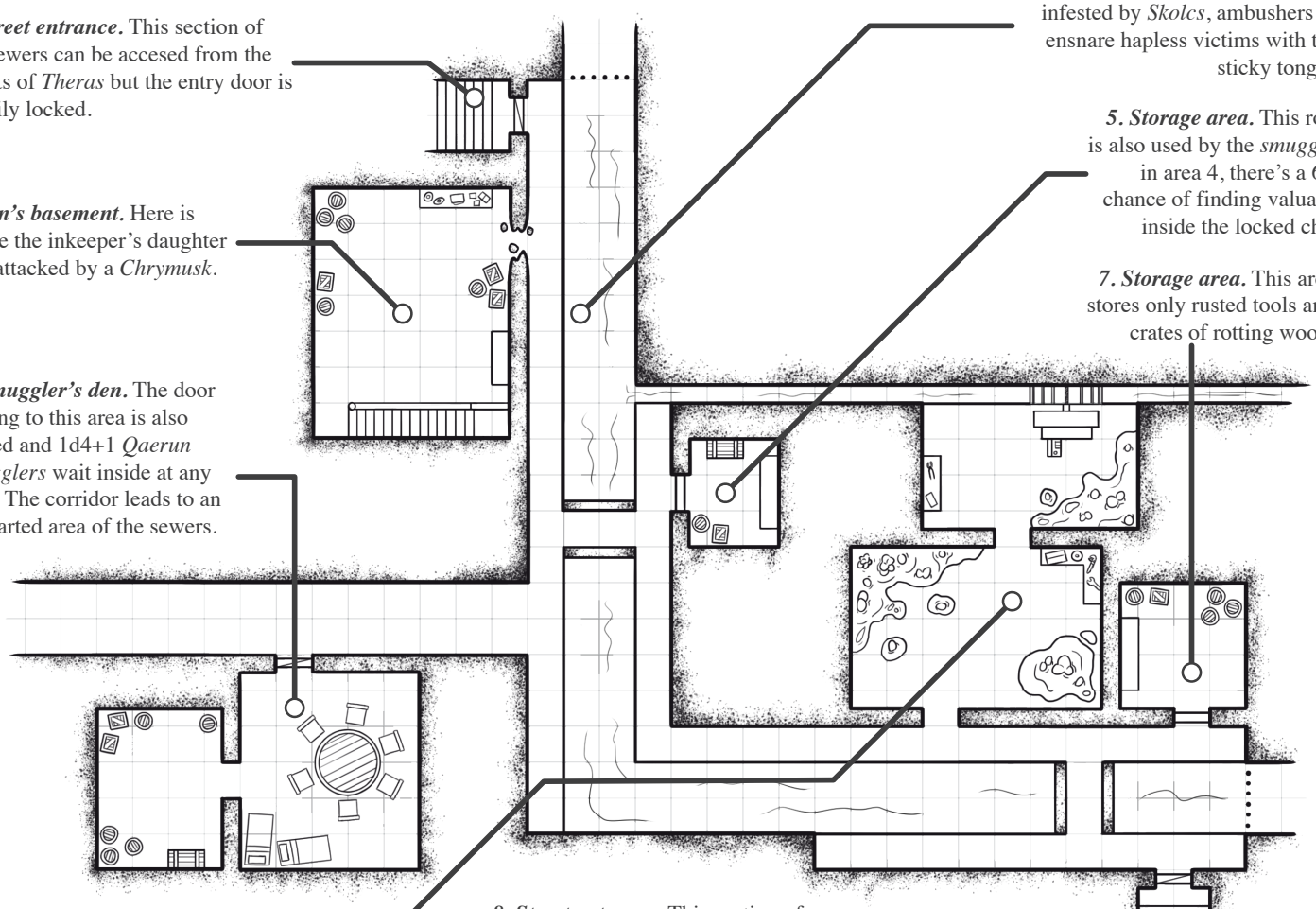
1. Inn's basement. Here is where the inkeeper's daughter was attacked by a *Chrymusk*.

4. Smuggler's den. The door leading to this area is also locked and 1d4+1 *Qaerun smugglers* wait inside at any time. The corridor leads to an uncharted area of the sewers.

3. Hanging tongues. This area is infested by *Skolcs*, ambushers that ensnare hapless victims with their sticky tongues.

5. Storage area. This room is also used by the *smugglers* in area 4, there's a 65% chance of finding valuables inside the locked chest.

7. Storage area. This area stores only rusted tools and crates of rotting wood.



6. Hatchery and machine room. This area serves as nesting place for a group of *Chrymusks*. The viscid matter that froms their nests is clogging the sewage machinery.

8. Street entrance. This section of the sewers can be accesed from the streets of *Theras* but the entry door is heavily locked.

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